NES-NA-USA

THE TERMINATOR™

INSTRUCTION BOOKLET

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FOR PLAY ON THE

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Caution

Insert or remove the game pak from your NES only when the power is off. Inserting or removing the pak while the power is on can cause permanent damage to the pak.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be

determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Plug the NES into a different outlet so that the NES and receiver are on different circuits. If necessary, the user should consult the dealer or an experienced radio/television technician for addition suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV interference Problems — This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4

Advisory

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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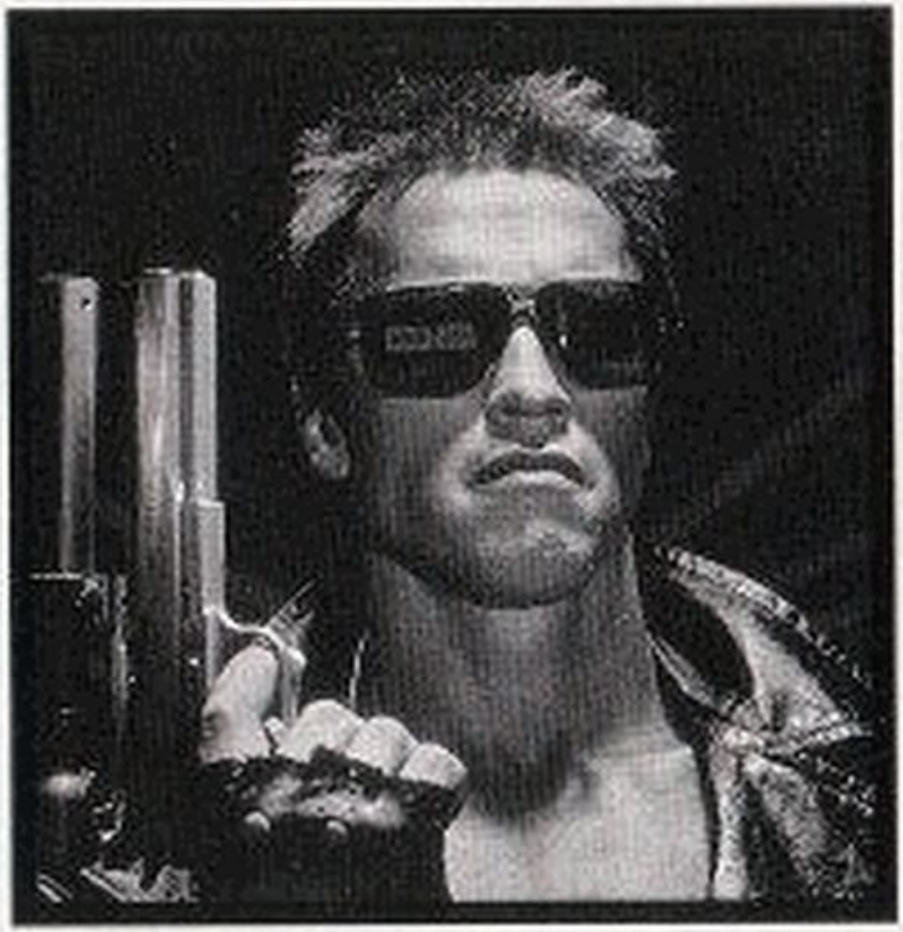


LOS ANGELES 2029 A.D.

THE MACHINES ROSE FROM THE ASHES OF THE NUCLEAR FIRE. THEIR WAR TO EXTERMINATE MANKIND HAD RAGED FOR DECADES, BUT THE FINAL BATTLE WOULD NOT BE FOUGHT IN THE FUTURE.

IT WOULD BE FOUGHT IN OUR PRESENT.

TONIGHT...

OBJECT OF THE GAME

YOU ARE: Kyle Reese, time traveler and urban commando.

YOUR MISSION: Journey from the nightmare future to 1984 and prevent The Terminator from killing Sarah Connor. Unknown to her, Sarah is to become the mother of John Connor, the man who will one day save mankind from extinction. Stop The Terminator at all costs—or humanity is doomed and machines will rule the earth.

LEVELS: Move Kyle Reese or his vehicle through six levels, elude The Terminator, and protect Sarah Connor from him.

STATUS BAR: The screen top shows your score, health bar, lives, available defenses, and a Sarah indicator (**S**). Every 50,000 points gets an extra life up to a maximum of six lives. The health bar drops when Reese sustains damage. After each Level, bonus health may be awarded based on performance. Whenever Kyle finds Sarah, an **X** appears next to the Sarah indicator.

HINT: Pick up health bonuses (♥). ***TO START THE GAME:***

1. Put The Terminator in your Nintendo Entertainment System® (NES).
2. Turn on the NES.
3. At the title screen, press **Start**.

GAME CONTROLS

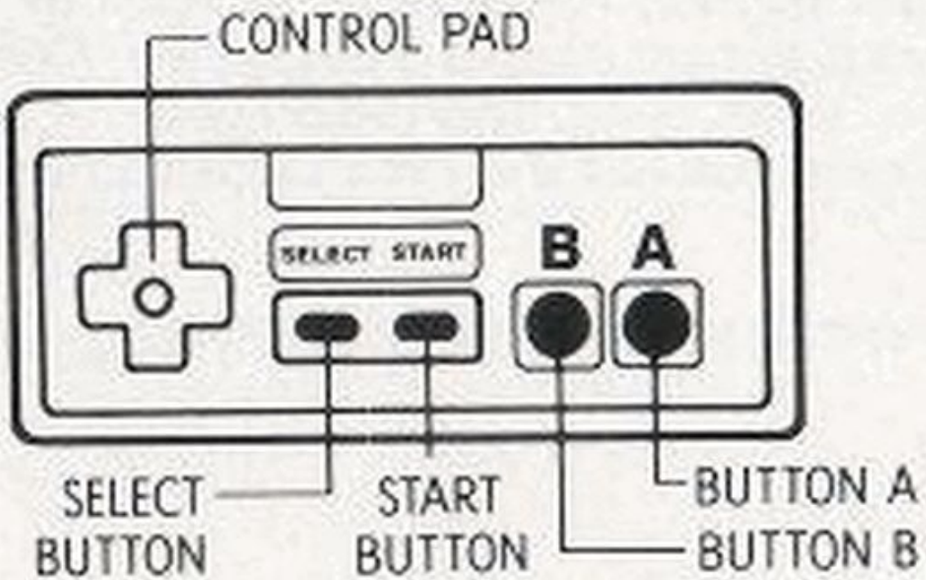
CONTROL PAD: Move Kyle Reese (levels 1, 2, 4, and 6) or his vehicles (levels 3 and 5).

Start Begin game play, pause, and continue.

Select Choose a weapon, self-defense technique, or object. See specific instructions for each level.

A, B See specific instructions for each level.

See each level for specific instructions about the **Control Pad** and buttons.



LEVEL ONE

Location

Begins in an underground Human Resistance Base, sometime in the future after the nuclear holocaust initiated by Skynet. Drive through a ruined L.A. street to the Skynet base and laboratory.

Objectives

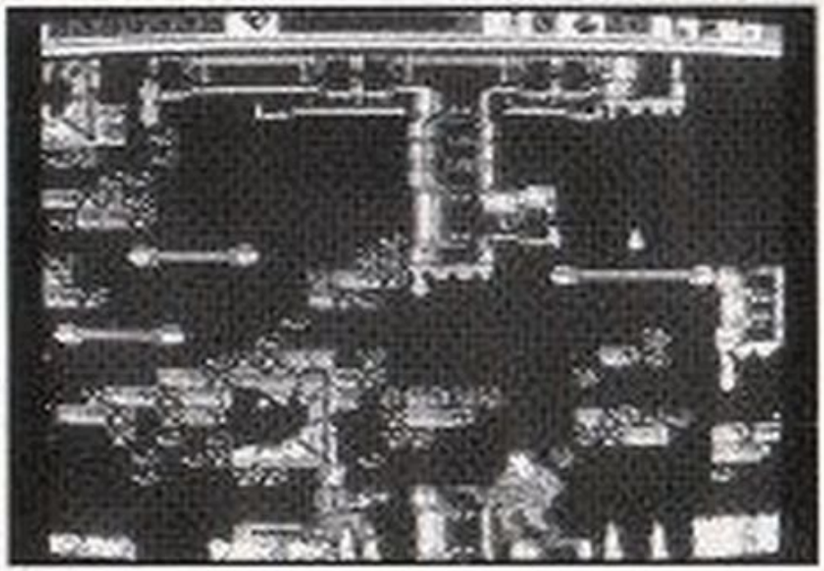
Find Skynet's Time Displacement Equipment, then follow The Terminator back in time to 1984.

Reese struggles through devastated buildings, which are infiltrated with Terminators. On the surface, Reese must rendezvous with a transport pickup truck. If he survives constant attacks from Hunter Killers and Destroyer Tanks, Reese reaches the Skynet Base. There, he fights his way through the lab. The level ends when Reese reaches the Time Displacement Equipment and travels back to 1984.

HINT: Press **A** longer to throw grenades farther.

Game controls

Move Kyle Reese or his vehicle:



➡	Run right, or slow down pickup truck.
⬅	Run left, or speed up pickup truck.
⬆	Aim weapons up.
⬇	Duck, aim rifle or grenade down, or aim truck gun right.
A	Fire rifle, throw grenade, or fire truck gun.
B	Jump.
Select	Choose weapon (rifle or grenade).
Start	Pause; continue.

LEVEL TWO

Location

Begins in a dingy alley behind a department store in Los Angeles, May 12, 1984, 1:52 AM. Moves through downtown mall, onto the roof, and back to the alley.

Objectives

Elude the police in the alley and store, climb to the roof, escape down a fire exit, back to the alley.

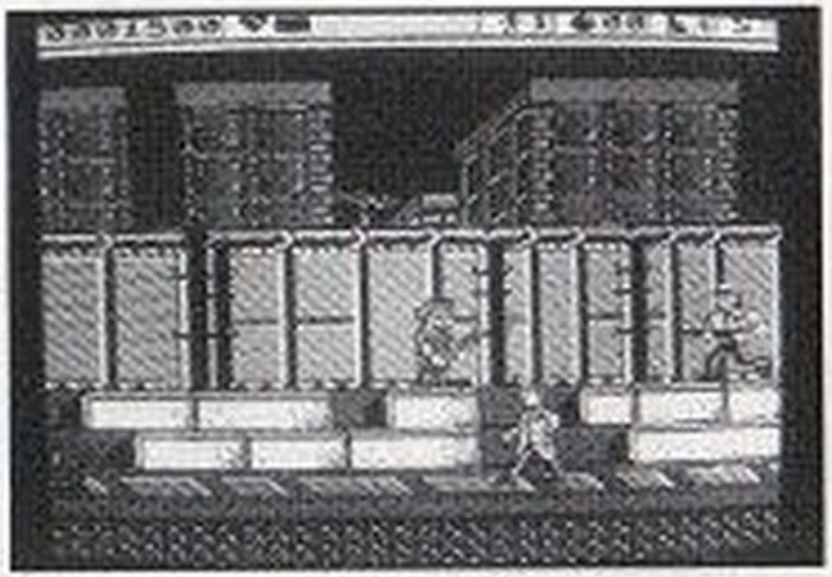
Reese arrives through time and picks up a trenchcoat and some pants. Immediately, the police begin pursuit with dogs and guns. Defenses include punches, kicks, and baseballs. Move up to the roof to find the fire escape back to the alley. The level ends when the street is reached.

HINT: Elude street kids. Throws baseballs at dogs.

Game controls

Move Kyle Reese:

➡	Run right.
⬅	Run left.
⬆	Climb up.
⬇	Climb down or pick up items.
A	Punch, kick, or throw items.
B	Jump.
Select	Choose punch (**P**), kick (**K**), or baseball (⊛)
Start	Pause; continue.



LEVEL THREE

Location

Set in the streets of L.A.

Objectives

Drive through L.A. traffic with The Terminator in hot pursuit.

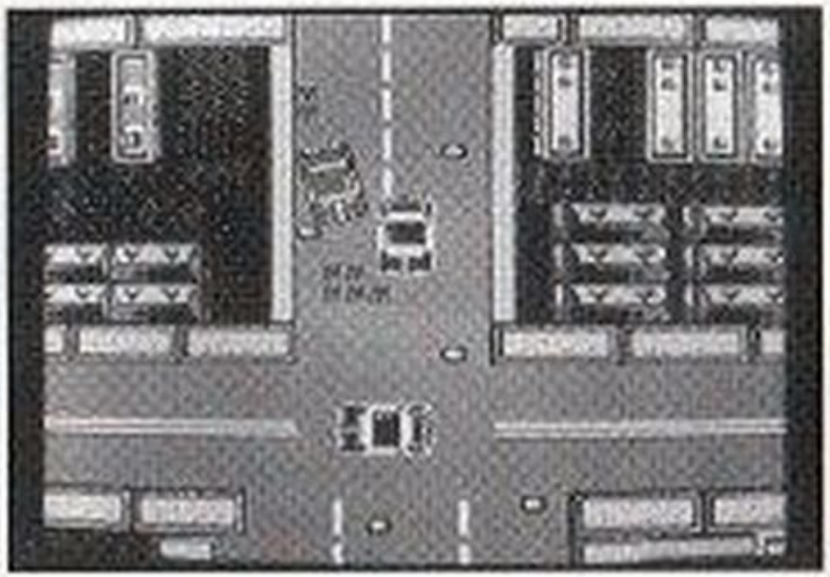
Kyle and Sarah must stay ahead of The Terminator. Defenses include nudging The Terminator's car and shooting at it. Nudging damages the getaway car, so keep an eye on the strength bar. Watch out for cross traffic in the intersections. The level ends when the mile counter reaches zero.

HINT: Score points by rapid firing on The Terminator's car.

Game controls

Drive the getaway car:

➡	Drive right.
⬅	Drive left.
⬆	Accelerate.
⬇	Brake.
A	Fire gun right.
B	Fire gun left.
Start	Pause; continue.



LEVEL FOUR

Location

L.A. Central Division Police Station, which The Terminator has stormed.

Objectives

Find Sarah Connor and escape from the police station.

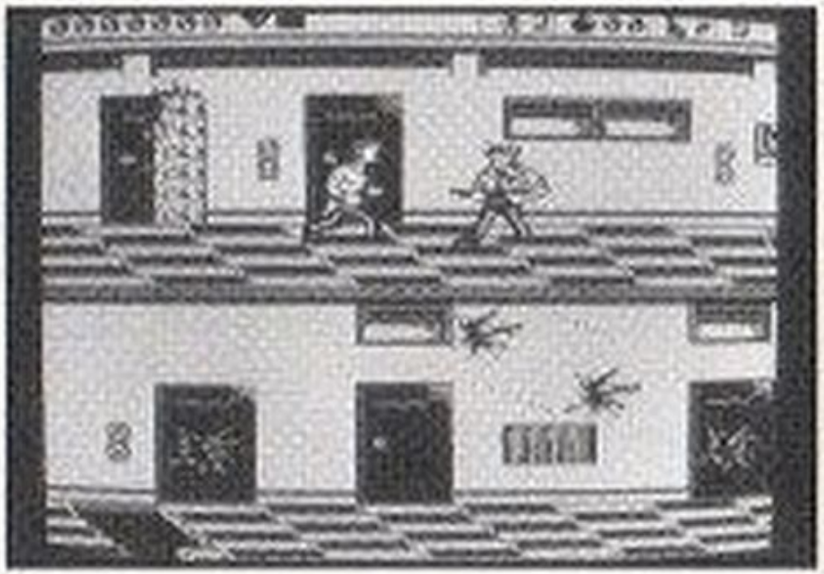
Reese starts in a wrecked corridor. He must enter the room Sarah is in before The Terminator does. The building is on fire and the police are on the attack. Reese has no weapons, but he can run, jump, duck, squat, punch, and kick. The level ends when Reese finds the door to her room.

HINT: Pick up yellow box; use it when needed. Certain rooms have bonus health.

Game controls

Move Kyle Reese:

➡	Move right.
⬅	Move left.
⬆	Use doors and elevator.
⬇	Duck or pick up item.
A	Punch, kick, or throw item.
B	Jump.
Select	Choose punch (**P**), kick (**K**) or box (**II**).
Start	Pause; continue.



LEVEL FIVE

Location

Drives through the streets of L.A. to an industrial section of town.

Objectives

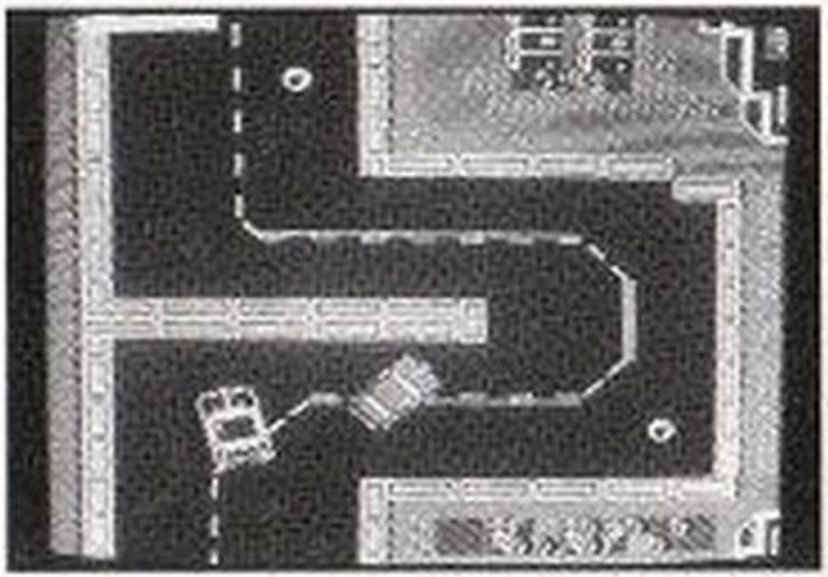
Now that you have a pickup truck and shotgun, try to escape from The Terminator who is on a motorcycle.

Kyle and Sarah speed along a winding suburban road to an industrial sector. Their gunfire can slow The Terminator's progress, but he'll always catch up—his bike is faster. The level ends when the industrial complex is reached.

Game controls

Drive the pickup:

➡	Drive right.
⬅	Drive left.
⬆	Accelerate.
⬇	Brake.
A	Fire gun right.
B	Fire gun left.
Start	Pause; continue.



LEVEL SIX

Location

Takes place inside a factory in an industrial complex.

Objectives

Avoid The Terminator and destroy him under the compressor.

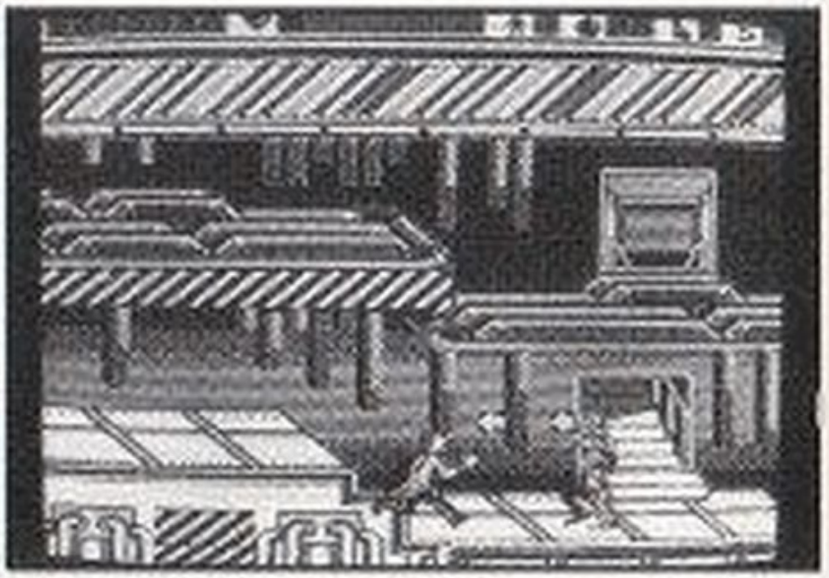
Timing is essential here, but defenses are useless. Reese can only use the maze of machinery to avoid his enemy. The Terminator must be led into the compressor, where he is terminated.

HINT: Find a yellow box and a key. Create stepping stones and use moving platforms to move upstairs in the factory.

Game controls

Move Kyle Reese:

➡	Move right.
⬅	Move left.
⬆	Go upstairs, use key.
⬇	Pick up box and key, duck, go downstairs.
A	Punch, kick, throw box.
B	Jump.
Select	Choose a punch (**P**), a kick (**K**), or the box (**II**).
Start	Pause; continue.



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